

CastleVille is a social network game made by Zynga's Dallas studio and was released on November 2011. It combines a number of elements from the company's other "Ville" range of games.

The game allows players to build their land up with castle elements, and craft armor, art and trade items. The objective is to explore the unknown land around the starting territory and expand the player's empire into it. The character's avatar can be customized, and the world features peasants, pirates, princesses and Vikings. A new reputation system was developed to encourage players to be social within the game in order to unlock new items and actions such as trading.

Game Resources

1. **Energy** is vital to play the game because it helps you do actions in your Kingdom such as cutting grass or trees, mining rocks or taxing houses. The maximum limit is 25 energy, but you can increase it by crafting an Energy Totem with the Workshop. Consumable bottles of energy that increase the current amount of energy can be bought in the Market or gifted to friends. Energy also regenerates one every five minutes, or 50 minutes for the entire energy bar to fill up.
2. **Coins** is the principal currency used on CastleVille. It helps you buy most items from the Market.
3. **Crowns** is the special currency that helps you finish quests faster or use to buy items, clothes, or buildings that are only available with Crowns, or are locked due to your level. You gain one every time you level up. You could also get Crowns by USD payment.
4. **Reputation Hearts** are points that you obtain by helping your neighbours. It's another way to obtain items or clothes that coins can't buy.
5. **Experience Points** are the blue star that increases your level after reaching the required points. You always receive at least one XP point by doing anything in your Kingdom, but you could increase that number to receive two XP points every time you do something by completing the Stonehenge Limited Time Quest.
6. **Alliance Points** are the points that you gain every time you do any action on your neighbours' kingdoms to create alliances. This helps unlock new buildings and items.
7. **Castle Points** are the points that you obtain by constructing Royal Buildings. Increasing its number helps you open new land for your kingdom.

CastleVille Walkthrough provides you the detailed information you will need to get you started on your medieval adventure. Check out below...

Character Customization



- Before the start of the game you will be given the chance to customize your **CastleVille** character
- Choose your characters gender.
- "**Randomize**" will generate random physical features of your character in the game.
- "**Customize**" will open up a new menu which will allow you to choose different features available for your character.
- Once satisfied, click on "**Save**".

Beginning Your Adventure

- Right after customization, you will bump into two NPC characters in CastleVille.
- Rescue "The Duke" and the maiden "Yvette" by bashing the rats to banish them.
- Right after you've defeated the rats you will be introduced on your very first CastleVille neighbour "The Duke".
- You will now start building your own kingdom.
- Yvette the maiden will stay in your kingdom.
- Yvette and the "Duke" will guide you through some basic quests that serves as a tutorial.
- Simply follow the steps they ask of you.

Getting to Know the Menu and Icons



Gold Coins

- Represented by a coin icon, this is the main currency being used within CastleVille.
- Used to purchase items, buildings, etc.
- Has a maximum limit of 5,000,000.

Crowns

- A special CastleVille currency represented by a crown.
- This is used to purchase special items found on the shop.
- You can gain 1 crown for each level up.
- Gained in some quest as a reward.



Reputation

- Represented as a heart.
- This is used to purchase special items found on the CastleVille shop.
- You can gain reputation by visiting neighbors and helping them on various tasks.

Energy

- Represents the amount of actions you can make.
- Will gradually increase as your CastleVille character level's up.
- Each 5 minutes replenish 1 energy and is indicated by the timer.

Castle

- Castle Points serve as an indicator of how your kingdom has grown.
- Increases as you build more royal structures.
- Serves as a prerequisite before you can build some structures and kingdom expansions.



Level

- Represents your character's current level.
- Moving your pointer over the bar displays experience needed for the next level up.
- When bar is filled to the max, you gain one level.
- Each level replenishes your energy full.
- Each level up unlocks more buildings to build.
- Each level up unlocks more crops to plant.

Add Coins or Crowns

- Purchase coins or crowns using real cash



Quests Icons

- Represented by the faces of those whom you received the quest from.
- Clicking on the image will display the quest description and status.
- Quests can be automatically be completed in some cases with the use of crowns.
- Moving your pointer to the "?" beside the various requirements will display a more detailed guide.
- Clicking on postpone will cancel the quest.
- To re-establish quest, simply talk to the person who gave the quest.



Setting Options

- **Toggle full screen mode** – allows the game to run full screen, Press "**ESC**" on your keyboard to return to windowed mode.
- **Zoom In** – Zooms camera in for a closer look.
- **Zoom Out** – Zoom camera out to get a better overall view.
- **Toggle Graphics Quality** – Switch to Low or High graphics setting.
- **Sounds Off** – Switches sound on or off.
- **Music Off** – Switches background music on or off.
- **Close Setting Options** – Collapses the setting options menu.



Bottom Menu Bar

- **Kingdom Name** – Shows your kingdom's name
- **Neighbours List** – Displays the current neighbours you have

Design Mode

- **Paint** – Allows you to choose color for your buildings. Has two modes, Primary and secondary building color.
- **Sell** – This will allow you to sell an object or a building.
- **Rotate** – This will rotate the angle on which your building or decoration should face.
- **Move** – Allows you to move an object or building.



Inventory

- Shows current stored buildings, decorations, nature, consumables, materials.
- **Search Bar** – Allows you to input the item you are looking for.
- **Sort items** – By count or alphabetically.

Cancel Current Action

- Cancels whatever action your character is doing or is about to do

Customize Avatar

- Displays character customization menu

Market

- **Specials** – New royal items, decorations, starter packs.
- **Buildings** – Displays different types of structures you can build.
- **Decor** – Displays different types of decorations to enhance the look of your kingdom.
- **Nature** – Displays different types of nature related objects such as plants, trees, etc.
- **Clothes** – Displays different types of apparel you can customize your character with.
- **Consumables** – Displays different types of consumable items that can help in production, crafting, etc.

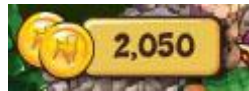


Top Menu Bar

- **Free Gifts** – Items you can send to your fellow neighbours.
- **Play** – Allows you to go back into the game when you engage in other menus.
- **Invite friends** – Opens up the invite neighbour menu.
- **Add coins or crowns** – Menu to use real cash to purchase coins or crowns.
- **Earn Crowns** – Visit sponsors, complete surveys to receive free crowns.
- **Game cards** – Redeem your game cards by entering pin numbers.
- **Help** – Displays the FAQ's, bug issues and more relevant information about CastleVille.

Acquiring more Castle Ville Gold Coins is an essential element to be mastered within the game. The basics on how to get coins in CastleVille will serve as a stepping stone in keeping your treasury plentiful.

What are coins for?



Castle Ville coins are the primary source of currency within the game, it can be located on the top left corner of your screen.

Coins can either be used on the following:

- Purchase items, structures, decorations on the market
- Purchase land expansions
- Purchase various seeds to plant on your farm plots
- Purchase clothes for your character
- Used to complete some quests

How to get Coins?

1. Collecting Rent from Buildings



- Collecting rent from buildings is the most lucrative way to increase your treasury coffers.
- The basic cottage (Found under homes tab) can be bought at the market
- You can collect rent income of 150 coins on a single cottage every 5 minutes

2. Harvesting your Crops



- Harvesting crops is a great way to earn income while you are away from the game
- Crops vary from harvesting time

3. Feeding your Animals



- Gain a little income from feeding your pets
- Mature animals give certain bonuses such as items

4. Completing Quests



- Completing Quests will reward you with coins and experience points

5.Helping your Neighbours

- Earn CastleVille coins by helping your neighbors in certain tasks

6.Clicking on your CastleVille Facebook News Feeds

- Certain news feeds about **CastleVille** rewards you with coins or items

7.Selling your Items on your Inventory

- Although not recommended, you can still gain coins by selling your crafting parts or items found on your inventory

What are CastleVille Crowns?

CastleVille Crowns is a special currency that has many special purposes. Although acquiring them is not an easy task, they are easily available for any player who wish to buy them using real cash.

Purposes of Crowns:

- Can be used to purchase special novelty items such as, character's clothes, decorations etc, found on the market
- Can be used to instantly skip quest pre-requisites
- Enables to instantly rush farms
- Speed up rent collection on structures, mining, blacksmith and lumber production
- Instantly finish crafting of parts or items, cooking
- Buy crafting parts instantly
- Hire people to staff your royal buildings
- Unlock advanced buildings, decorations, farm seeds, etc
- Purchase energy potions

How to Get CastleVille Crowns?

At start of the game, you are provided a certain amount of free crowns to use. After that, acquiring CastleVille Crowns will not be such an easy task. Let's look at the ways:

1. Leveling Up



- Leveling up not only unlocks more structures or things to do within the game. It is a good source of rewards such as coins, experience and CastleVilleCrowns.
- You will gain 1 CastleVille Crown for each level up your character makes.

2. Purchasing CastleVille Crowns

- With the use of real cash on different payment options, you can convert it into in-game crowns.

3. Earning Free Crowns

- Right on top of the game interface, an "**Earn Crowns**" tab can be located.
- Participating sponsors will provide free CastleVille crowns for your character upon fulfilment of its requirements.

4. Use of Zynga Cards

- Buying a prepaid **Zynga** card and redeeming on the "**Game Card**" tab right above the game interface, will convert it into CastleVille Crowns
- The different denominations on game cards will reflect on how much you will earn CastleVille crowns.

Constructing buildings is a critical function in Castle Ville. Completing buildings will expand crafting recipes, increase total nobility score and generate resources. Important facts on earning the most from buildings.



Construct new buildings through the marketplace

There are 4 different building types available

- Royal: Increase nobility, expand the kingdom and collect those taxes!
- Crafting: Use materials to craft useful items.
- Resource: Produce resource goods (wood, stone, ore).
- House: Generate taxes, reward coins.

Concentrate on building Royal buildings first. Royal buildings

- Reward nobility required for expansions.
- Generate additional tax revenue and nobility as crew members tend buildings.



Build the 3 primary Crafting buildings

- Workshop: Use building materials and tools to forge items.
- Kitchen: Cook consumable items with cooking recipes.
- Studio: Craft decoration pieces and work orders.

Craft support buildings to unlock new recipes for primary crafting buildings and collect additional materials

- Explore the market place to unlock these buildings. Take note of level requirements or unlock with crowns.

Bringing you a preview of the first **10 Quests** you'll encounter in the game. Through it, you'll be able to learn the ins and outs of Castle Ville's basic gameplay mechanics, and will be ready to venture off into the Gloom by yourself!



CastleVille starts with you being allowed to customize your avatar (choosing gender, facial / hair features, clothing and color) and then introduces you to Duke, your computer-controlled neighbour, and Yvette, your kingdom's first citizen. They're being attacked by **Gloom Rats**, a kind of Beastie that has become a drain on the land. **Duke rules** the kingdom next to yours, and he offers you this spot of land to create your own kingdom. First things first, **Yvette** wants to actually place some roots in your town, so you'll need to give her a place to live. And so begins your first quest in CastleVille.

Raise the Roof

- Find a good location and place Yvette's House
- Gather materials to build the house
- Build Yvette's house to add her to your kingdom



Yvette's House (well, the base of it anyway) is found in your inventory, the small rucksack in the bottom right corner of the gameplay screen. For this quest, CastleVille will automatically highlight the item in your inventory, but all other buildings will be found manually in the "Buildings" tab of your inventory proper. Once you've placed the base, you'll need to collect five each of Stones and Wood Logs to build it. Stones come from mining the various rocks or rock piles that sit on your land, while Wood Logs come from chopping trees. Note that there is no requirement to ask your friends for anything here; the 10 items can be gathered by yourself. Gather those 10 items and you'll complete Yvette's House, thus completing this quest and opening up the ability to claim coins in taxes every so often from the home. You'll also receive 500 gold (coins) and 4 experience points for finishing the quest.

Sticks and Stones

- Gather 5 Wood Logs by chopping Trees
- Gather 5 Stones by mining Rocks



As soon as you receive the quest above, to build Yvette's house, **Duke** will come around with a quest of his own, which is a redundant one, asking you to collect the same building materials for Yvette's house as you were already planning to. To be specific, you'll complete both this quest and Yvette's home with the same 10 materials, so this just serves as a bonus opportunity for experience points. You'll receive 250 gold and 3 experience points for finishing this quest.

Penny Pinching

- Tax Yvette's House for coins



As soon as you finish building **Yvette's** home, it will instantly be ready to be taxed - how convenient! Click on it to receive some coins in tax, and to finish this quest, giving you 250 coins and 3 XP. You can tax **Yvette's** House once every 30 minutes from there on in

Get Plucky

- Buy 4 Chickens
- Feed 4 Chickens



This quest must be activated manually by clicking on **Yvette**. Chickens are available in the game's market (the cornucopia symbol in the bottom right corner of the gameplay screen), under the Nature tab (the evergreen tree). Each chicken costs

250 coins, and they're relatively free roaming, once you place them on your land. A yellow arrow will appear above an animal's head when they're ready to be fed (think of the system in **The Pioneer Trail**), and you can simply click on these four chickens immediately after you've purchased them to feed them. You'll earn 500 coins and 4 XP for finishing this quest

Visiting Heirs

- Visit your new neighbour the Duke
- Banish the invading Beastie
- Earn 5 Reputation by helping your new neighbour



You'll be forced to **Duke's** kingdom as part of the in-game tutorial, and once there, will need to kill a **Gloom Rat** that has invaded. You'll be able to spend five friend-visit energy in your neighbour's kingdoms each time you visit to earn reputation hearts, so while you're here, go ahead and click on some animals or buildings to earn five hearts for this quest. You'll receive 500 coins and 4XP for finishing this quest. At this point, if you've followed our guide and haven't strayed, you should reach Level 3.

No Bull

- Buy 2 Cows
- Feed 2 Cows in your Kingdom
- Spend Reputation Hearts to buy a Large Trough for your thirsty animals



Cows can be purchased from the market in the same way that you purchased the Chickens above. Each cow costs 750 coins, but so long as you haven't ventured away from the guide and spent everything, you'll have more than enough coins at this point to purchase two. Again, these animals are ready to feed instantly, so look for the yellow arrows on their heads, and click on them to feed. For the Large Trough, you'll be introduced to the fact that Reputation Hearts don't just serve as another form of XP, but also act as a currency, allowing you to purchase some exclusive items in the store (think Social Points in **The Sims Social**). The Large Trough costs 5 Reputation Hearts, which you earned from visiting Duke above. You'll receive 500 coins, 4 XP and a bag of Animal Treats for finishing this quest.

A Noble Beginning

- Place 5 Rubble Walls to enhance your Castle
- Get your Castle to Level 10 so you can explore



As you build your castle, you'll need to venture out into the Gloom, or the dark gray areas that surround your kingdom. Exploring the gloom is the same thing as "land expansions" here, but you'll need to level up your castle itself (not your in-game character) to be able to explore further and further out into the Gloom. As the Gloom is inhabited by all sorts of nasty Beasties, you'll need more and more defenses in your kingdom to allow for further exploration. While your kingdom starts at a level of 6, purchasing those 5 Rubble Walls from the store (each costs 200 coins, and is found under the "Decor" section) will get you up to level 11. You'll receive 250 coins and 3 XP for finishing this quest.

Into the Gloom

- Rescue Rafael from the Gloom



You will have already been shown Rafael's location on the map, as you can see his silhouette on the right side of your Kingdom. To explore that section of the Gloom, or expand your land, you'll need to simply click on this square to see a pop-up showing you the requirements to do so. You'll need the aforementioned Level 10 castle, along with two Crystals and 1000 coins, which you already have on hand. You'll receive 250 coins, 3 XP and another Crystal for completing this quest. You'll also receive that new chunk of land to expand your kingdom into automatically. Rafael will also become a potential citizen in your kingdom.



From Gloom to Bloom

- Place 5 Flowers
- Feed 3 Animals
- Clear 2 Rocks



This quest is pretty straightforward, and will likely be representative of further quests we'll receive in the game. Flowers can be purchased from the game's store (Passion Flowers, for instance, cost 200 coins each), while, again, you'll just need to wait for the yellow arrows to appear above animals' heads to know that they're ready to be fed. Chickens are ready to be fed once every nine minutes, for the sake of argument, or you could also purchase new animals from the store for instant progress (but more expense). For the rock requirement, some rocks take eight energy to remove, while others require just four. Keep that in mind if you're looking to save energy. You'll earn 500 coins and 4 XP for finishing off this quest.

Good Foundations

- Place the house foundation for your new subject
- Build Rafael's House to add him to your kingdom
- Tax Rafael's House



Once you venture out into the Gloom for the first time, you'll come back with a new character - Rafael, the Romancer - who needs a place to live. You've been given his home, just as you were given Yvette's, and can place the base where you'd like. You'll need eight each of Stones and Wood Logs to finish his home, so just go mine some rocks and chop into enough trees to be able to finish its construction. After you've completed Rafael's Home, you'll be able to immediately collect its taxes, thus finishing this 10th quest in the game, and giving you 500 coins and 4 XP. For the record, you can collect further taxes from Rafael's House every 30 minutes.

And there you have it! A complete guide to what to expect from the first 10 quests, and the first three levels of Zynga's new Facebook game CastleVille. From this point, you'll be introduced to even more characters - like Alistair, a powerful wizard - and more Beasties like wild wolves. You'll be able to continue to build up your castle in size and defences, and visit your friends to share in on the fun. Make sure to keep checking back with us as we bright you continued coverage surrounding Zynga's new game, but for now, why not try out CastleVille for yourself? Also, if you need neighbours, remember to add yourself on our Add Me page to find new friends fast!

Planting and harvesting is good way to generate additional coin revenue and experience points during play **Castle Ville**. Use the following helpful tips to optimize game play and use planting and harvesting to gain an advantage.



Helpful tips for fast planting and harvesting:

Extra farm plots can be purchased at the marketplace under the Nature tab

Place farm plots next to ANY water source to speed up harvesting

- Water source examples: **moats, wells, ponds**

Crops wilt if cycle times have expired

- Wilt time is 3.5 X grow time.
- Example: Grapes are ready to harvest 5 minutes after being planted. Grapes will wilt after an additional 17 minutes has passed.

Plant crops with high cycle times so they do not wilt

Crops with short cycle times have a higher coin reward per cost ratio

CastleVille Building Guide

There are 4 different building types available:

- Royal: Increase nobility, expand the kingdom and collect those taxes!
- Crafting: Use materials to craft useful items.
- Resource: Produce resource goods (wood, stone, ore).
- House: Generate taxes, reward coins.

Building Creation

To construct a new building click on the Market Button:



Then click on the Buildings Icon at the Top:



Buildings are all listed under the "All" Tab, but can be broken down into categories such as Crafting and Resources by clicking on their respective tab.

What do Houses do for my Kingdom?

Coins can be collected from Houses at regular intervals when Taxes are due. The higher your Level, the better the Houses you can place in your Kingdom. Houses placed on Courtyard offer a bonus upon collection of Taxes.

What do Resource Buildings do?



Gather resources needed to help construct buildings or complete Quests. The time in between collections can be reduced if placed close to the resource it produces (e.g. trees and stones)

What do Crafting Buildings do?

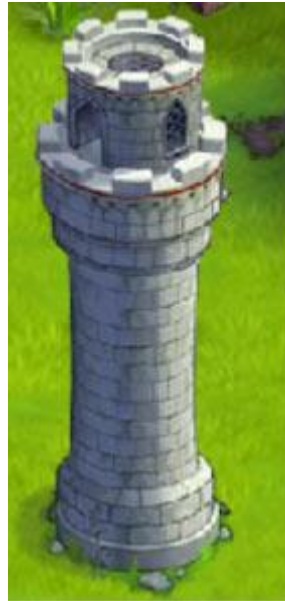


Turn multiples of one item or multiple different items into something new.

There are three categories of Crafting: Forging, Cooking, and Artistry. Each type has a Crafting Building that corresponds with its type (e.g. the Workshop enables Forging).

There is also a secondary type of Crafting Buildings which unlock additional recipes as well as produce items necessary for certain recipes. An example is the Blacksmith.

How do Royal Buildings Work?



Royal Buildings not only generate coins, but also increase your Castle Level upon completion. Many Royal Buildings require Crew Members to reach completion. This can be done by inviting your Neighbours or hiring the Duke to join your Crew. Like Houses, any Royal Building on Courtyard will receive bonus Coins upon collecting Taxes.

Earn Unlimited Exploration Crystals by Crafting

The expansion process in CastleVille is a bit more complicated than in many of Zynga's other games. Even in titles like CityVille, where you're allowed to choose the specific square you expand into, there really isn't any sort of negative consequence that can come from doing so; that is, all expansions require the same things and you won't limit your progress in the game by expanding into one square over another (generally speaking).



In CastleVille, however, where and when you expand have a very real impact on your gameplay, as you may need to wait until your Castle's Level is hundreds or even thousands of points higher than it is currently to access a particular square, or you may need to remove the Gloom over a very specific square to complete a quest. That means that if you just go expanding into any square that looks pretty, or that you currently are allowed to, you'll end up wasting valuable Exploration Crystals, and will literally be stuck with story progression until you can earn more.

Thankfully, there's a very easy to way to do just that. Once you build a Workshop in your town, you'll be able to craft Exploration Crystals outright, using three Crystal Shards each. These Crystal Shards are earned as quest rewards, or can be earned by asking your friends to send you one. This is done by clicking on an area of the Gloom (that is, a square you've yet to expand into) and then clicking on "Post to Friends" to post a request for Crystal Shards on your wall.



Once you have three Crystals (or eventually a stockpile of them), you'll want to then turn your Workshop into a cycle. For each Exploration Crystal you want to make, you'll need three Crystal Shards. A single Exploration Crystal takes 1.5 hours to make, or just 90 minutes. If you have the time to login multiple times per day, and

have plenty of active neighbours to send you shards, you can then make a never-ending supply of Exploration Crystals in 1.5 hour increments.



Again, to be clear, these Crystals don't cost any coins to make, and the only resource you're technically out is "time." You'll just want to make sure to post requests for Shards every chance you get, and keep collecting your completed Crystals so that you can make more. It may sound time consuming, but if you form this habit early on, you'll never need to worry about not having enough Crystals for that next expansion! It would be great if we could say that about other Zynga games, but at least this is a great place to start!

CastleVille Energy Cheats

In order to level up quickly on CastleVille, energy is the key! You should spend your energy wisely especially on doing quests.

On doing quest, gather only the amount of resources that you REALLY NEED. Like for example, you need to gather 3 woods to complete a quest. You can chop 6 woods or more on a certain tree. Most of you would chop all 6 woods and thus spending 6 energies. You do get to complete the quest but you wasted 3 energies on 3 woods that you currently don't need.

Via CastleVilleCheats

When you begin playing CastleVille, you have 10 energies that you can use to get started at your quests. You can find your energy level at the top right side of your game screen. It has a thunder-icon, you may be familiar with the icon since it's generally used for most facebook games. And you may notice the timer below it that says, "More in: 05:00" that means, you will increase your energy after 5 minutes.

So we got 1 tip in getting energy – **waiting**. Every 5 minutes, your energy level is increasing by 1, but you can't just wait right? And note that it won't increase forever, like if you wait for 100 hours to get 1200 energy – NO! Because you have energy limit for each level, let say you're level 1, your energy bar limit is 10, even if you wait for 10 days, you will only get 10energy, because your energy limit is full. There are times that even if your energy limit is full, you can still get higher energy. This is what we want to know, you will notice that the energy bar colour is changing from white to yellow when the energy is higher than your energy limit.

You can get more energy by completing quests. Each quest has rewards and most often the rewards that are energy, experience points, coins and other stuffs. Anyway, completing quests are not boring and hard in CastleVille as much other facebook games. And you should spend your energy to complete quest and level up your kingdom. So, start completing your quests and surely you'll enjoy it.

But most of the cases, while completing your quests you lose energy and cannot continue to complete your quests. That cannot stop you – you still have more other ways to get energy.

The next step in getting energy in CastleVille is to have more neighbours. Invite as many friends as can to be your neighbour on CastleVille and visit their kingdom. This will allow you see how they design in their kingdom, especially to those that higher level than you have so you might have a clue of what looks better and not. This will also gain you some Reputation Hearts, which is required for some higher quests in CastleVille. And lastly, by helping your neighbouring kingdom it will give you energy as thank you gift for helping them out.



But there is also a limit in getting energy rewards when visiting friends, you can only visit 20 friends per day to get free energy. That only means, you only have 20 energy that you can get per day by visiting your friend's kingdom. But there's more energy resource in CastleVille.

The next is through Level Up, when you level up you got 10 free energies in an instant. And while you level up, your energy limit will also increase and that means you can wait for more energy. But when you are in higher level, leveling will take some time. Usually, it will take 2 to 3 days, when you reach level 30, that is for a regular play in a day and of course it will also be depending on how you play and we need to sleep, work, study and do our real life activities. But you can get energy while you don't play.

Five Easy Ways to Get Ahead

There are more subtle ways to ensure your rise to greatness is a smooth one in Castle Ville. Here are five easy ways to get ahead in Castle Ville, please cheat it out.

Location

The first time you expand the boundaries of your kingdom in CastleVille is a scripted experience designed to show you how the process works, and what it takes to expand even further. What the game doesn't tell you, however, is that there's a smart way to expand your kingdom. Each plot of land surrounding you has a different amount of Castle Level needed to expand into.

At first, you might be enticed to expand into that piece of property that requires a mere 20 Castle Level to expand into, but *stop right there*. The key to expanding your kingdom quickly is to save those Coins and Exploration Crystals for when you have enough Castle Points to expand where it counts. The quick rule of thumb is to expand in the general direction of grayed-out characters waiting to be saved.



This is because the sooner you come in contact with new characters, the sooner you'll have new quests to complete. Take the image above, for instance. Expanding into that Wishing Well requires a hefty 80 Castle Points, but if you focus on expanding there first, you'll both unlock a new item for use in your kingdom and be one step closer to Alistair, a major character with quests for you.



Water Makes the Flowers Grow

Of course farming is a feature in CastleVille--it wouldn't be a 'Ville game without it. However, farming in this game serves multiple purposes, and it benefits from, again, smart positioning. When a crop is near a body of water such as a lake, river or even a well, the time it takes for that crop to ripen is reduced. As you can see the image above, I've planted crops all around my first lake, which as a result will score me more coins and other resources even faster.



Can't Chop Wood without Trees

You'll soon come to find that smart positioning will be your greatest asset in CastleVille, and the same applies for gathering the game's three primary resources: Wood, Stones and Ore. Once you're able to place the Lumber Mill and Mining Camp, it's best to place them near trees and stones on your property, respectively. Just like crops placed near water, these buildings will produce their respective resources more quickly when near the source.

Everything Can Be Made Better Through Design

That adage doesn't ring more true in any Zynga game than CastleVille. This is because you can quite literally move *everything* in your kingdom. Don't like where those rocks are? Move 'em. Want to move that lake closer to your crops? Done. How about moving all of the trees in your kingdom to surround your Lumber Mills for a massive bonus? Now we're talking. Use the handy "Move" tool to your advantage--it could turn your kingdom into a resource power house.



Save-A-Lot

No, it's just not a discount supermarket. As goes with most Zynga games, saving the items you find can go a long way. When you receive items like Carrots from harvests and Water Pales from fishing, don't immediately turn them into new items through crafting. It's best to wait until you have a relevant quest, as spending those items early on combined items you don't necessarily need at the moment will simply end up wasting your time.

The Gold Digger

Background

Sonja is a sexy, cutlass-wielding pirate with a thirst for grog and a penchant for pilfering other people's booty. As captain of the Santa Lucia, she sailed the seas with her crew of miscreants, finding fortune and adventure in every port.



The pirate's life was good... until the Gloom arrived. **Sonja's** beloved ship was caught in the murk and ran aground, sinking to the depths and taking her treasure – and presumably her crew – along with it. Although she searched unsuccessfully for years for the missing sailors, she still holds out hope that one day, she will be reunited with her hearty men.

For now, **Sonja** spends her time on shore searching for lost treasure, trying to catch a magic gift-giving fish, and plotting revenge against the Dark One for sinking her ship. And while she's on land, maybe she'll find a new first mate and take him – or her – along when she returns to the sea. As she likes to say, any port in a storm!

Likes

- The 2 G's: grog and gold
- Dueling and carousing
- Her cutlass, Valiant
- Treating every mate like they're the first.
- Plundering the finest booty

Dislikes

- Running out of gold
- Cowards and weaklings
- That wretched Dark One and his Gloom
- Barnacles that won't come off no matter how hard you scrape
- Playing fair – where's the fun in that?

How to Enhance Planting and Crops

Planting and harvesting is good way to generate additional coin revenue and experience points during play CastleVille. Use the following helpful tips to optimize game play and use planting and harvesting to gain an advantage.



Helpful tips for fast planting and harvesting:

Extra farm plots can be purchased at the marketplace under the Nature tab

Place farm plots next to ANY water source to speed up harvesting

- Water source examples: **moats, wells, ponds**

Crops wilt if cycle times have expired

- Wilt time is 3.5 X grow time.
- Example: Grapes are ready to harvest 5 minutes after being planted. Grapes will wilt after an additional 17 minutes has passed.

Plant crops with high cycle times so they do not wilt

Crops with short cycle times have a higher coin reward per cost ratio

Alastair and Master Salvatore build the Crystal Sanctuary! Here with a guide to finish these five "The Crystal Sanctuary".

Out In the Open



- Buy 3 Fences to place around the sanctuary.
- Our sanctuary ought to look good. Spend 10000 Coins.
- Have 3 Pails of Water. It's going to be a long day out in the open.

George and the Giant Rock



- Have 2 Rhinestones. They're like diamonds. Well, sort of.
- Clear 3 Grass. Open space is much appreciated.

Placing the Rock



- Place the giant Crystal Rock onto your Kingdom.
- Craft 2 Cupcakes. George loves cupcakes.
- Have 2 Blue Ice to help preserve the current state of the Crystal Rock

On The Lookout for Tools



- Craft 2 Trowels to smoothen the rock's surface.
- Craft 2 Grinding Bowls to put all this debris to some good use

The Crystal Sanctuary



- Complete building the Crystal Sanctuary.
- Obtain 1 Gravel from the Crystal Sanctuary. Might come in handy.

Not So Safe and Sound



- Craft 1 Hammer to test the strength of the stones.
- Tax the vault while you figure out how to strengthen it.
- Collect 5 Stones. We're going to need lots of Stones

Stocking Up



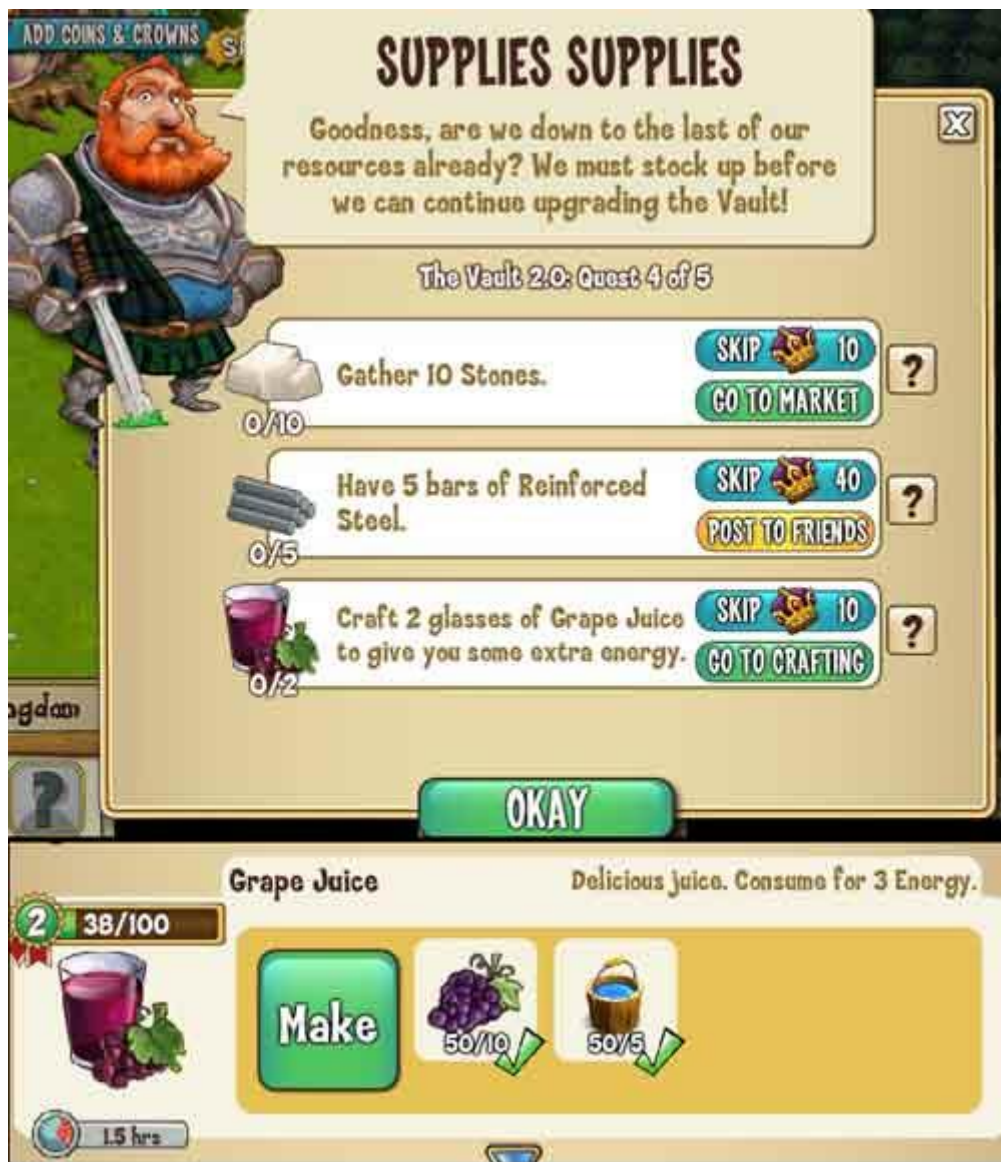
- Have 3 bars of Reinforced Steel for the new Vault.
- Craft 2 Fortified Stone Blocks.
- We're ready to begin! Upgrade the Vault once.

Past the Halfway Mark



- Craft 2 pails of Mythium Mortar - the strongest mortar in the realm!
- Craft 5 Fortified Stone Blocks.
- Upgrade the Vault a second time.

Supplies Supplies



- Gather 10 Stones.
- Have 5 bars of Reinforced Steel.
- Craft 2 glasses of Grape Juice to give you some extra energy.

Version 2.0



- Finish upgrading the Vault.
- Tax the newly fortified Vault 1 time.
- Craft 1 Champagne to celebrate.

**CREATE YOUR
HAPPY ENDING!**



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